

# Sentry

**Fighting-** If a Sentry can Take a Swing at an enemy it will, using at least one Stamina, ideally saving two Stamina for defence. Its preferred Attacks are: 6, 3, 5, 4, 2, 1. A Sentry will always defend itself using as much Stamina as it has remaining.

**Doors-** If a Sentry runs into a door it will try to open it to pass through. If the door is on its path the Sentry will close it again after passing through. If a door is locked it will unlock it if it has a suitable key (locking it again after it has gone through, on the next turn if necessary). It will not try to beat down a locked door.

